ECLIPSE COMICS™

mini-series

Nº 2 of 4

$1.75

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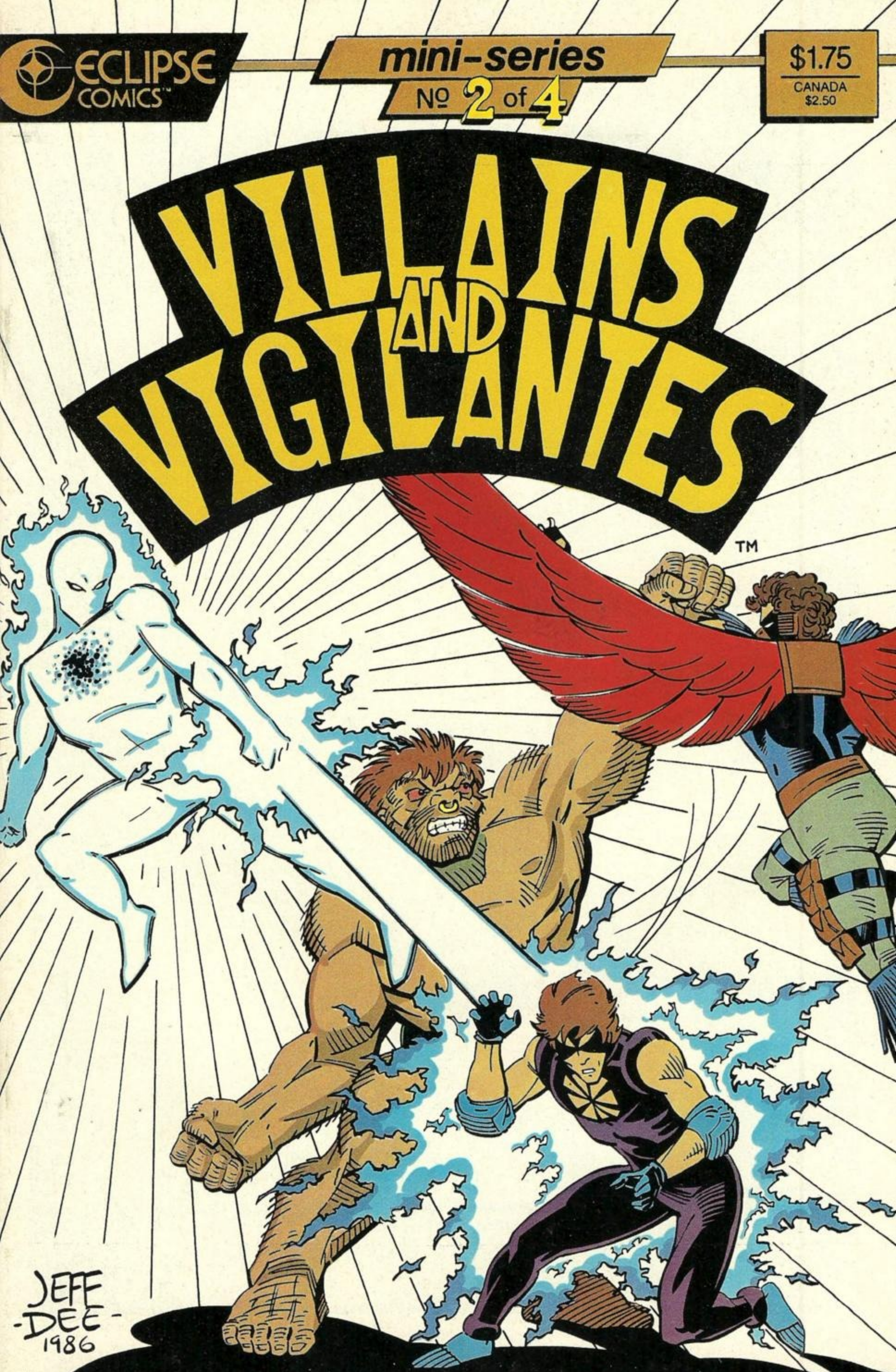
VILLAINS AND VIGILANTES™



JEFF -DEE- 1986

The PENUMBRA

WRITE TO: ECLIPSE COMICS - P.O. BOX 1099 - FORESTVILLE - CALIFORNIA - 95436

ON THE RACKS

SCOUT no. 17
Scout and Monday dodge government troops. Then Scout meets Larry Marder's Beanworld!

FUSION no. 2
The crew's back in the slammer, and jailbreak's been added to the list of charges!

TALES OF TERROR no. 11
Four fear-filled features by creators Chuck Dixon, Tim Truman, Larry Elmore, John Bolton and others.

AIRBOY nos. 17 & 18
Misery returns to threaten the world with a horror from the past, and only Airboy and Valkyrie can stop him!

BULLET CROW no. 1
Collecting, for the first time, the adventures of Chuck Fiala's Bullet Crow, Fowl of Fortune.

STIG'S INFERNO no. 7
Stig has become ruler of Hell, the demons go on strike, and the Plasma Monkeys really do return!

DESTROY! 3-D
"The Loudest Comic in the Universe" is also now the deepest!

LEGION OF SUPER-HEROES INDEX no. 4
Continued indexing of one of DC's most popular super-hero teams.

MR. MONSTER'S HI-SHOCK SHLOCK no. 1
First all-horror issue! Beginning a series surveying classic comics with bizarre directions.

ESPers no. 5
Catch up with the ESPers as they meet three of the world's deadliest assassins!

P.J. WARLOCK no. 3
A mysterious series of murders is disturbing the peace!

RADIO BOY no. 1
From SO-FUNNY COMICS comes one of Japan's comic book favorites—or is it!?

ZOT! no. 12
This issue answers the question, "Are Zot and Jenny ever going to get together, or what?"

VILLAINS & VIGILANTES no. 1
Shadowman and Condor arrive to join the Crusaders, but find the Crushers instead.

MIRACLEMAN no. 11
New regular artist John Totleben joins writer Alan Moore to begin "Miracleman: Book III."

CROSSFIRE no. 20
"The Badge," a tale of a lady of the evening and a gentleman of the force.

JUSTICE LEAGUE OF AMERICA INDEX no. 8
The conclusion to the indexing of the "World's Greatest Super Heroes."

GUERRILLA GROUNDHOG no. 2
Learn the secret and exciting origin of the "Mostly Underground Hero."

THE PUBLIC DECIDES: A few weeks ago i asked for advice from you on how best to get our news of upcoming projects diseminated, since the two major fanzines weren't running all of it or printing it on a timely basis.

Thanks for the cards and letters—you have decided our policy for us!

Here's what we're gonna do:

PAGE NINE: We have contracted with **The Comics Buyer's Guide** to have page 9 of their publication every week. On that page we will run, in newspaper format, items about long-range plans and new projects. It will not be hype ("This is great! Buy it!"); rather it will be a fairly straightforward presentation of coming events ("Eclipse has just signed a contract with Bo Hampton to publish his new six-issue series, **Lost Planet**"). There will be no repetition—you'll have to read it every week to stay on top of developments. Also on **Page 9,** for those who enjoy that sort of thing, you will find cat yronwode's weekly column, **Fit to Print.** Ten points if that rings a bell in your memory banks.

PAGES NINE AND TEN: We are also contracting with **Amazing Heroes** to have two pages in their magazine every issue. Since **AH** is bi-weekly, we will run two week's worth of the ones that run in the **Buyer's Guide,** on pages nine and ten of each issue.

IN-HOUSE NEWS PAGE: For those of you who don't read fanzines, the same news, minus the **Fit to Print** column, will be featured in our books on a space-available basis. The news page will probably not appear in every issue of every title, but we'll try to give it pretty wide exposure across the board. This page will be updated once a month.

SPECIAL FLYERS: There will be a series of illustrated 8½×11 inch flyers detailing some of our more complex upcoming projects for Spring and Summer, 1987. These are:

1) **JAPANESE MANGA** (Bi-weekly translations of **Area 88, Kamui, the Ninja** and **Mai the Psychic Girl**).

2) The **WORLD OF SCOUT** (including **Scout, The Scout Handbook, New America** and **Swords of Texas**).

3) **AIRBOY SPECIALS** (including **Airboy, Valkyrie, The Air Maidens** and **Air Fighters Classics**).

4) The **4-WINDS PROJECTS** (in addition to **Scout** and the **Scout** spin-offs listed above, the 4-Winds team of creators will be bringing us **Prowler, Strike, Rangers:ATF** and the **Winterworld**.

These flyers are designed for DISTRIBUTORS and RETAILERS, so you'll have to ask your retailer to show one to you. However, we will mail them to individuals who send us a self-addressed, stamped envelope for each flyer. Write the name of the flyer you are requesting on the outside of the return envelope to make things easier for Traci, okay? And be patient—this Penumbra is appearing in the March books, but the flyers will be shipped in two groups, in March and April. Order them all at once if you want 'em, though. Traci will hold your return envelopes until they're ready.

ECLIPSE EXTRA!: For plot synopses, shipping dates and cover reproductions on a month-by-month basis, check out the **Eclipse Extra!**, which will continue as always to be available free from your retailer. If your store does not carry this full-colour four-page flyer, enlist a bunch of your friends and put in a petition-type request. The **Extra!**, in conjunction with the **On the Racks** monthly checklist on this very page, will keep you up-to-date on what to look for in your local store.

Once again, thanks for your advice, readers. We appreciate the help.

Gee, that took so much space i won't have room to tell you about our new, larger offices! Next time, i promise!

catherine yronwode

VILLAINS & VIGILANTES™ no. 2, March 1987. Published monthly by Eclipse Comics, P.O. Box 1099, Forestville, CA 95436. Catherine Yronwode, Editor-in-Chief. Dean Mullaney, Publisher. Story ©1987 Jack Herman. Art ©1987 Jeff Dee and Rick Taylor. Villains & Vigilantes TM Fantasy Games, Inc. All other material ©1987 Eclipse Enterprises, Inc. Film by SM Graphics.

ARE YOU SURE WE'RE HERE ON *TIME*? MAYBE OUR APPOINTMENT'S NOT UNTIL *TOMORROW*.

I'VE GOT THE LETTER RIGHT *HERE*. SEE? *TODAY'S* DATE, FIVE-THIRTY P.M., *OKAY*?

LOOBYCAM

WELL, *OKAY!* I THOUGHT THE CRUSADERS WANTED TO *SEE* US. I THOUGHT YOU SAID THAT WE WERE *ALREADY IN*.

LOOK, *I* DON'T KNOW WHAT'S HAPPENING! IT'S NOT *MY FAULT!*

LOOBYCAM

ALL I KNOW IS WE'VE GOT A TRUCK FULL OF ALL OUR WORLDLY POSSESSIONS DOUBLE-PARKED OUTSIDE, WE DRIVE ALL NIGHT FROM GRAND RAPIDS, MICHIGAN AND THEY *STOOD US UP!*

LOOBYCAM

THIS HAS ALL THE MAKINGS OF A CLEVER FEINT. AN OBVIOUS DIVERSION OF OUR ATTENTION SO THAT THE *REAL* MENACE CAN STRIKE US FROM ELSEWHERE. AND THAT MEANS...

WE ARE UNDER ATTACK!

CREATORS & PLOTTERS
JACK HERMAN WRITER
JEFF DEE PENCILLER

INKER *PAT ZIRCHER*
LETTERER *KURT HATHAWAY*
COLOURIST *RICK TAYLOR*
EDITOR *CAT ⊕ YRONWODE*

LOOBYCAM

I DON'T THINK SO.

WHAT?

YOU SEE HERE, IT WAS ON BLIZZARD'S *SCHEDULE* TO INTERVIEW TWO *MEMBERSHIP APPLICANTS* NAMED *SHATTERMAN* AND *CONDOR*, THEY'RE FOR *REAL!*

LAB

5:53

LOBBYCAM

MAYBE THEY'RE OUT ON A CASE.

5:54

LOBBYCAM

YOU'RE PROBABLY RIGHT. LET'S GO; WE CAN TRY AGAIN LATER.

ALL RIGHT, *TEACHER*, YOU TAKE ORDERS FROM ME NOW. GIVE ME A MAKE ON THEIR VEHICLE.

SHATTERMAN AND CONDOR ARE DRIVING A U-DRIVE TRUCK, MICHIGAN LICENSE NUMBER 828-INO.

U/B

6:00

ULCYCAM

TEACHER

PUT A TRACE ON IT!

THE CRUSHERS AWAIT YOUR FURTHER INSTRUCTIONS, MOCKER.

SECURE ALL OUR PRISONERS IMMEDIATELY.

CRUSADERS' INFIRMARY, 6:00 p.m.

SSSSS-

WHAT *IS* THAT STUFF? *NERVE GAS? CYANIDE?*

MIND-NUMBING VAPOR. THIS SHOULD KEEP THEM *KNOCKED OUT* FOR ABOUT A WEEK.

NOOO--!

SSSS-

YES, MERCENARY, GIVE THEM A *LITTLE TASTE* OF WHAT *DEATH* WILL BE LIKE AND WE SHALL MAKE THIS SHINING *CITADEL* THEIR *TOMB.*

SOUNDS GOOD TO ME.

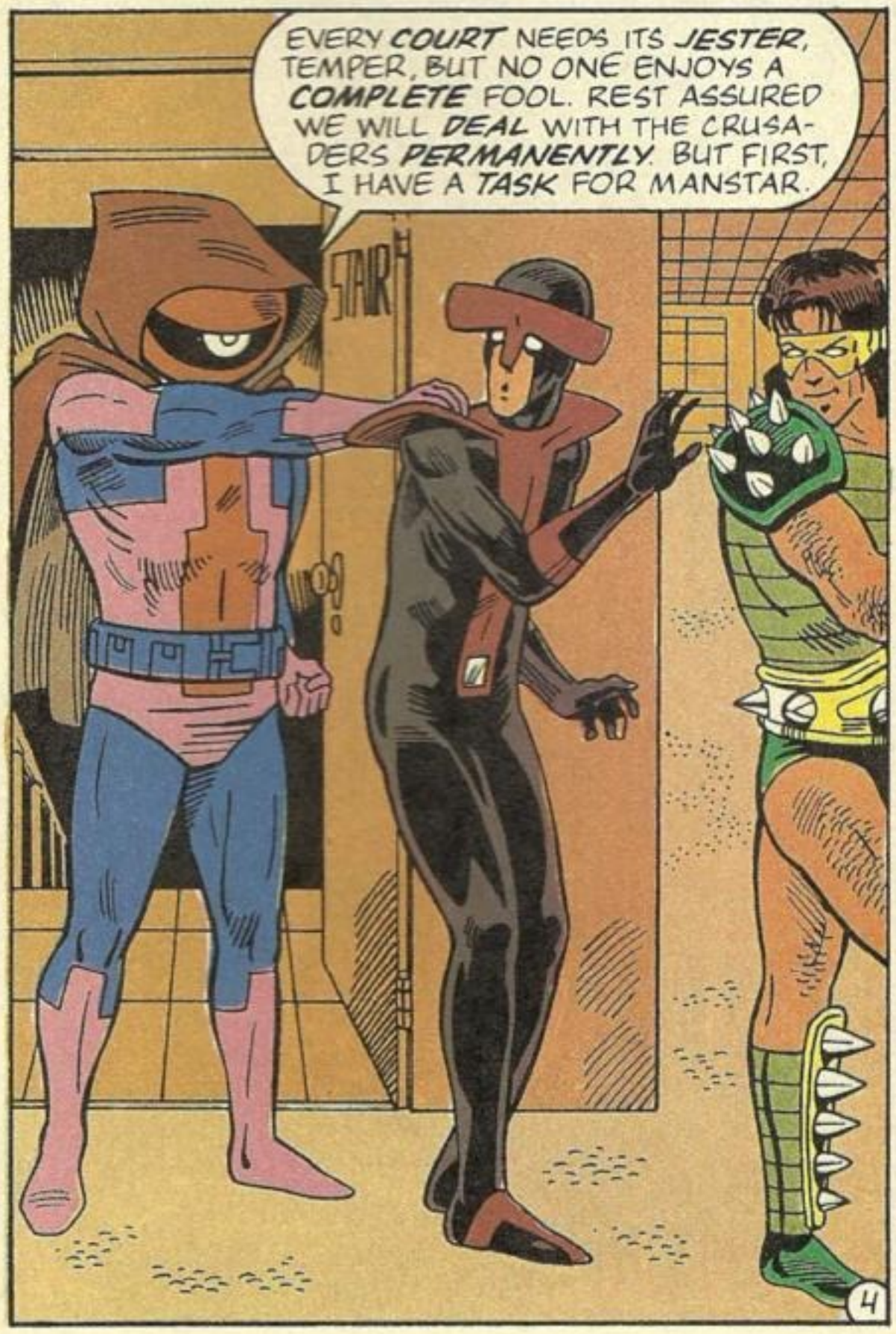
I WILL NOT REST UNTIL I'VE HAD MY VENGEANCE! THE CRUSADERS MUST BE COMPLETELY AND UTTERLY ELIMINATED!

STAIR
SHE'S RIGHT! WE MUST DESTROY THE CRUSADERS! WHY KEEP THEM AROUND DOPED UP, BUT ALIVE!? LET'S JUST KILL THEM!

LOOK, MOCKER VOUCHES FOR YOU, SO I FIGURE YOU'RE PROBABLY OKAY, BUT YOU HAVE TO STOP THINKING LIKE SOME KIND OF NORMAL CRIMINAL IF YOU WANT TO BE A CRUSHER.

WHAT WOULD YOU DO IF YOU CAUGHT A COUPLE OF CRUSADERS, BOY? BEAT THEIR HEADS IN? FILL THEM FULL OF BULLETS?
OF COURSE I WOULD. WHY NOT?

SURE! AND THE NEXT THING YOU KNOW--BAM! THEY'RE BACK AGAIN AS GOOD AS NEW! OR WORSE, BACK WITH NEW POWERS, A NEW NAME, A NEW COSTUME! NO THANKS!


EVERY COURT NEEDS ITS JESTER, TEMPER, BUT NO ONE ENJOYS A COMPLETE FOOL. REST ASSURED WE WILL DEAL WITH THE CRUSADERS PERMANENTLY. BUT FIRST, I HAVE A TASK FOR MANSTAR.
STAIR

BESIDES, IF THE CRUSADERS WERE KNOCKED OFF THERE'D BE NOTHING FOR THE CRUSHERS TO DO!

THE TWO YOUNG VIGILANTES WHO CAME HERE THIS AFTER-NOON. THEY ARE THE ONLY ONES WHO KNOW THAT SOMETHING IS AMISS AT CRUSADER CITADEL. I WANT THEM ELIMINATED.

SCHEDULE
EVE. MARCH 21 '87
5:00 Blizzard begins shift
5:30 Interview Applicants: Shatterman & Condo
7:30 End of Interview
12:00 End EVE. shift
ENforcer begins night shift.
BLIZZARD: NO MORE GOOFING OFF ON THE COMPUTER

"GREAT MASTER, HOW WILL I CARRY MY ZEN WITH ME WHEN I TRAVEL?"

SMAK SMAK CHOMP

"Oh DISCIPLE, YOU WILL CARRY IT IN YOUR EMPTY HAND."

SMAK SMAK

BULL, GO WITH MANSTAR. THERE ARE SOME NICE PEOPLE THAT I WANT YOU BOTH TO KILL.

"U-STORE-IT" PUBLIC STORAGE FACILITY. INDIANAPOLIS, INDIANA. 6:32 p.m.

9

10

IT'S NUMBER FORTY-SEVEN. NOW, DON'T YOU BOYS GO MAKING A MESS IN THERE.

WE WON'T, SIR!

THANK YOU, AND HAVE A DAY.

THIS IS EXPENSIVE. WE DON'T HAVE VERY MUCH MONEY LEFT.

WE HAD TO RENT OUT SOME PLACE TO PUT OUR STUFF. WE HAVE TO GET THE U-DRIVE BACK BY MIDNIGHT!

I'M *HUNGRY.* THERE'S A *CHINESE RESTAURANT* ON LAKE STREET.

LET'S KEEP IT *CHEAP.* THERE'S A *BURGER PLACE* ON THE NEXT BLOCK.

I GUESS IT *WASN'T* SUCH A *GOOD IDEA* TO DRAG ALL THIS *STUFF DOWN* WITH US FOR THE JOB INTERVIEW.

IT'S NOT YOUR FAULT. YOU WERE *SURE* WE'D GET INTO THE CRUSADERS. I WAS, TOO. YOU DON'T THINK SOMETHING COULD BE *WRONG* AT THE CITADEL, DO YOU?

WE'LL HAVE TO TRY THE CITADEL AGAIN AFTER DINNER. MAYBE THE CRUSADERS'LL HAVE GOTTEN BACK BY THEN.

WHAT COULD IT BE NOW?

NOK NOK

SHRRRRLLLK!

GRRRRR...

WAM!

DENNIS! EMERGENCY! WE'VE GOT COMPANY!

WHAT'S WRONG, BRIAN? WHAT DID YOU SEE OUT THERE?

A BIG MONSTER!

FFSSST!!

LOOK!

I'M FROM THE CRUSHERS, AND I'M HERE TO WELCOME YOU GUYS TO INDIANAPOLIS!

SKRASH!

ALL *RIIIIGHT!* FINALLY, A LITTLE BIT OF *ACTION!*

SLAMM!

OOF!

NINE-ONE-ONE!

SKRANG!

SKARUNG!

SKREEESH!

HELLO!

SPAK!

GRKKLSSK!

BRAKKA!

BRRISKK!

THAT WAS FUN! LET'S DO IT AGAIN, DADDY!

BRRUNSK!

THAT'S IT, NOW I'M PISSED!!!

COME ON, *PUNK!* SHOW ME WHAT YOU'VE GOT!

SORRY NO GAS

SORRY NO GAS

BRASK!

CLOSED

THIS SUCKER IS *TOUGH!* I NEED SOME ROOM TO *OUT-MANEUVER* HIM!

LET'S SEE WHAT HAPPENS WHEN WE PRESS YOU TO YOUR *LIMITS!*

YEEEAAAG!

NOW FOR THE DEATH-BLOW! I ONLY WISH HE WERE ONE OF THE CRUSADERS!

SHATTERMAN MUST BE *INVULNERABLE* OR ELSE HE'D BE *ASHES* BY NOW. BUT HE'S *GOT* TO HAVE A BREAK-ING POINT.

YOU'RE NOT THE *ONLY* ONE WITH AN *ENERGY WEAPON*, PAL! I JUST DON'T RELY AS *HEAVILY* ON MINE!

ARR!

ARGH!

ECLIPSE COMICS™

GUERRILLA GROUNDHOG

FIRST ISSUE!

THE MOSTLY UNDERGROUND HERO

Guerrilla Groundhog Art © 1986 Andy Ice & James Warner

THEY'RE THE HEROES!

OF COURSE WE'RE THE HEROES! WHAT DO WE LOOK LIKE-- CRIMINALS?

TM and © 1987, Kurt Busiek and James Fry

THE LIBERTY PROJECT

COMING THIS SUMMER FROM

ECLIPSE COMICS™

WHICH WAY DID HE GO? WHICH WAY DID HE GO?

ALL RIGHT, I'LL PLAY YOUR SILLY GAME. I'M OVER HERE!

THUNG!

SHINNK!

OMG!

BISKK!

WOM!

NO, NO, NO! NO, NO, NO, NO, NO!

YOU SHOULDN'T DO THAT!

SKRAMK!

KRASSH

HAD ENOUGH?

NO WAY! I'LL BURY YOU...

VARR!

I DON'T THINK SO. TIME FOR YOU TO THROW IN THE TOWEL!

AAAAGH!

HEY, GUY, ARE YOU OUT?

I'LL TAKE THAT AS A YES.

WHAT'S WRONG? NOSEBLEED?

UH-HUH!

ARE YOU OKAY?

I'LL BE FINE IN A MINUTE.

ARE YOU SURE?

I'LL BE FINE.

SO, WHERE'S THE MONSTER?

HE LEFT. HE TOLD ME TO GET OUT OF TOWN OR HE'D BEAT UP MY WHOLE FAMILY!

YOU KNOW, I REALLY THINK WE MIGHT HAVE STUMBLED ONTO SOMETHING NASTY AT CRUSADER CITADEL. WE OUGHT TO GO BACK AND CHECK IT OUT. AS SOON AS YOU...

FREEZE!

Tik click

DRIVE

VICTOR BRYYKO, TACTICAL CRIMINAL SQUAD. YOU BOYS HAVE A LOT OF EXPLAINING TO DO.

POLICE

7:13 p.m.

SO WHEN THE CRUSADERS DIDN'T ANSWER US, WE CAME HERE, AND THIS GUY ATTACKED US!

ALONG WITH A LARGE, BRUTISH MONSTER.

MANSTAR IS **SUPPOSED** TO BE WORKING ON SEVEN YEARS UP AT **CROWN POINT.** AN ASSAULT CHARGE. HE'S **INELIGIBLE** FOR PAROLE UNTIL 1991. NOBODY'S REPORTED ANY BREAKOUT. LOOKS LIKE WE'VE GOT TROUBLE.

MARLA, CALL THE STATE AND FEDERAL PEOPLE, FIND OUT WHAT'S GOING ON AT CROWN POINT. WHEN YOU'RE FINISHED, GIVE THE CITADEL A RING FOR ME. PUT THE CALL THROUGH HERE.

SHATTERMAN, CONDOR, YOU GUYS HAVE YOUR LICENSES IN ORDER, DON'T YOU?

Uh... THEY'VE BEEN **APPLIED** FOR...

THEN YOU MUST HAVE YOUR PERMITS. U.S. BUREAU OF SUPERHERO AFFAIRS FORM 780? SUPERHERO LICENSE APPLIED FOR?

WELL... NOT **ON** US...

THEY **SHOULD** BE AT ALL TIMES. WHERE ARE THEY?

Uh... IN THERE. SOMEWHERE.

CRUSADER CITADEL. COMMUNICATIONS ROOM. 7:28.

RING

klik!

... IS *TEACHER*. THANK YOU FOR CALLING THE CRUSADERS. ALL CRUSADERS ARE CURRENTLY INVOLVED IN INDIVIDUAL ASSIGNMENTS, AND THE CITADEL IS CLOSED.

IT'S THE DAMN COMPUTER! IT'LL GIVE US AWAY!

ALREADY TAKEN CARE OF. *TEACHER* WORKS FOR US NOW.

AT THE TONE PLEASE RELATE ALL RELEVANT INFORMATION-- *bleep!*

THEY JUST HUNG UP, ANYWAY!

klik!

CRUSADER CITADEL. INFIRMARY.

ANALYSIS. ATMOSPHERIC CONDITION: HOSTILE. ACTIVATE BREATHING APPARATUS

WHAT AM I DOING HERE? THE LAST THING I REMEMBER IS FIGHTING *SHOCKER*. I'VE BEEN *CAPTURED* AND THE CRUSHERS MUST'VE TAKEN THE CITADEL AS WELL!

YOU'VE GOT TO *FIGHT IT*, ERIC. I *NEED* YOU IF I'M GOING TO BE ABLE TO FREE THE *OTHERS*.

KOSH-SS

I'M UP. JUST GIVE ME A SECOND...

THE INFORMATION IN *TEACH-ER* COULD BE WORTH *HUNDREDS OF MILLIONS* OF DOLLARS TO THE RIGHT PEOPLE. I HAVE PROGRAMMED IT TO GIVE US A *COMPLETE PRINT-OUT* OF ALL HIGH SECURITY DATA.

UTER CENTER

EXCUSE ME A MOMENT, MOCKER.

COMPUTER

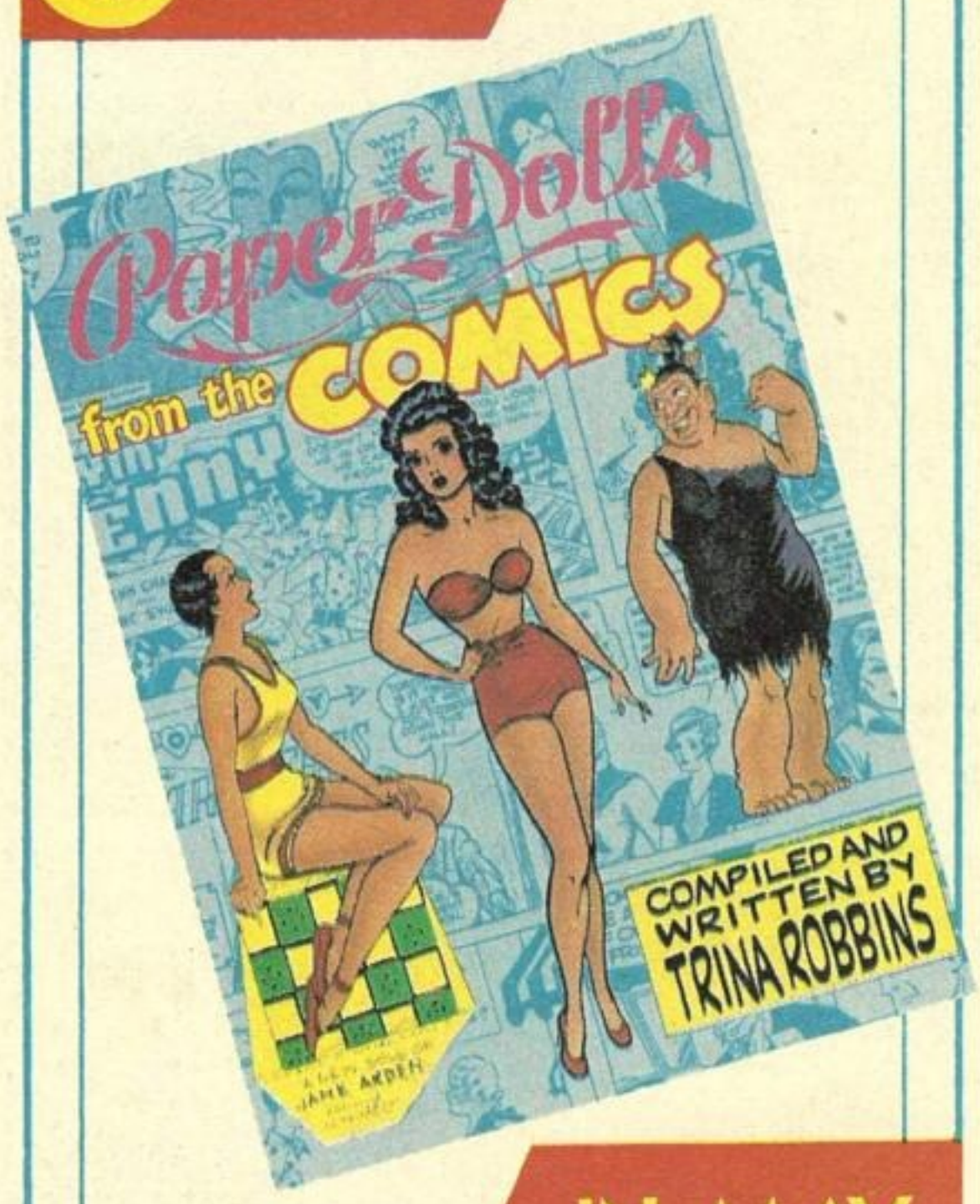
SO THAT'S THE *PLAN*, eh? GET RICH BY SELLING THE CRUSADERS' SECRETS!

NO, THE *REAL* PLAN IS EVEN *BETTER* THAN THAT!

BLIZZARD AND DREAMWEAVER'S LIFE SIGNS ARE TOO LOW. THEY CAN'T BE MOVED OR WOKEN UP FOR A WHILE YET.

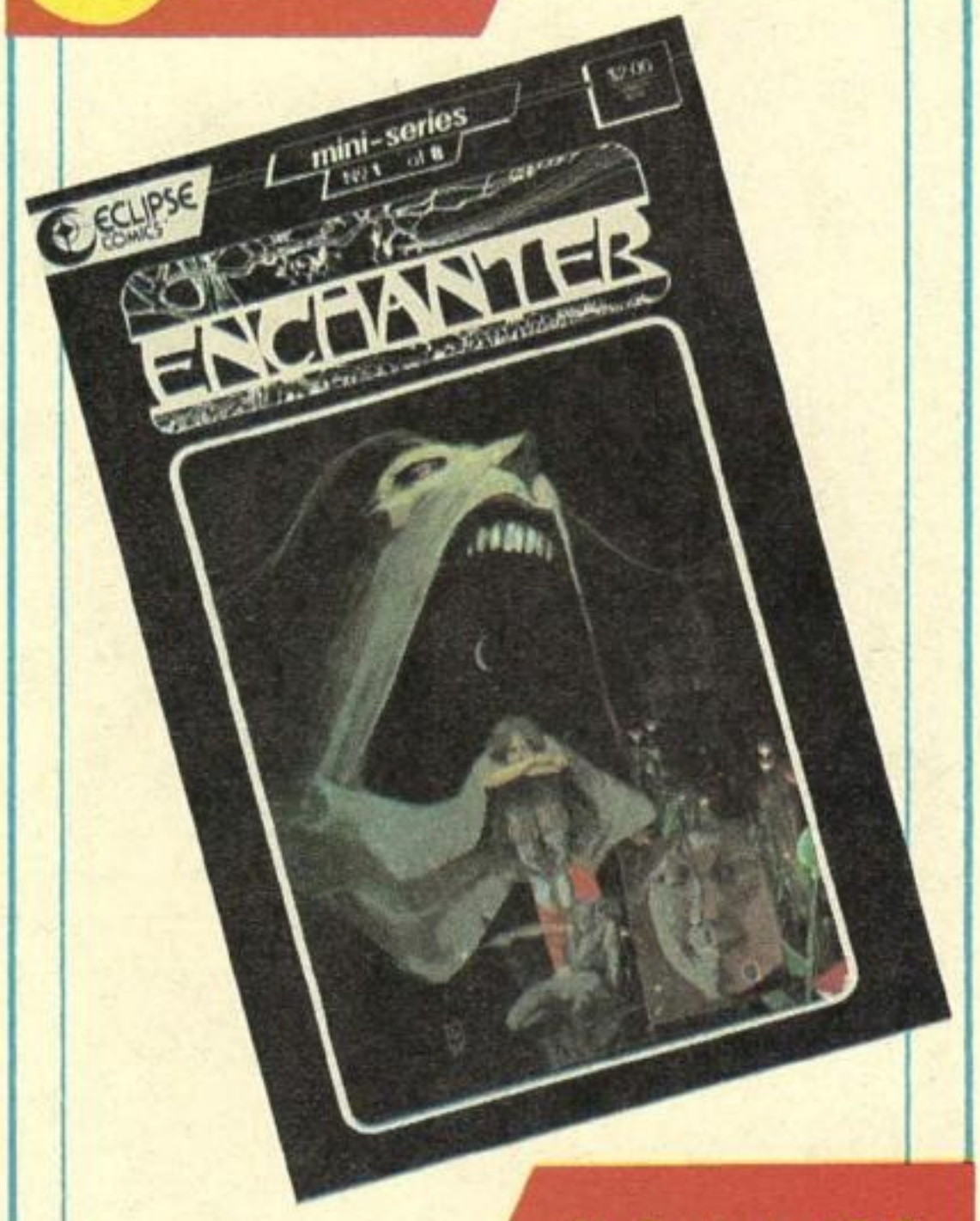
THEN AS MUCH AS I HATE THE IDEA, WE'LL JUST HAVE TO LEAVE THEM HERE. FOR NOW.

ON SALE



IN MAY

ON SALE



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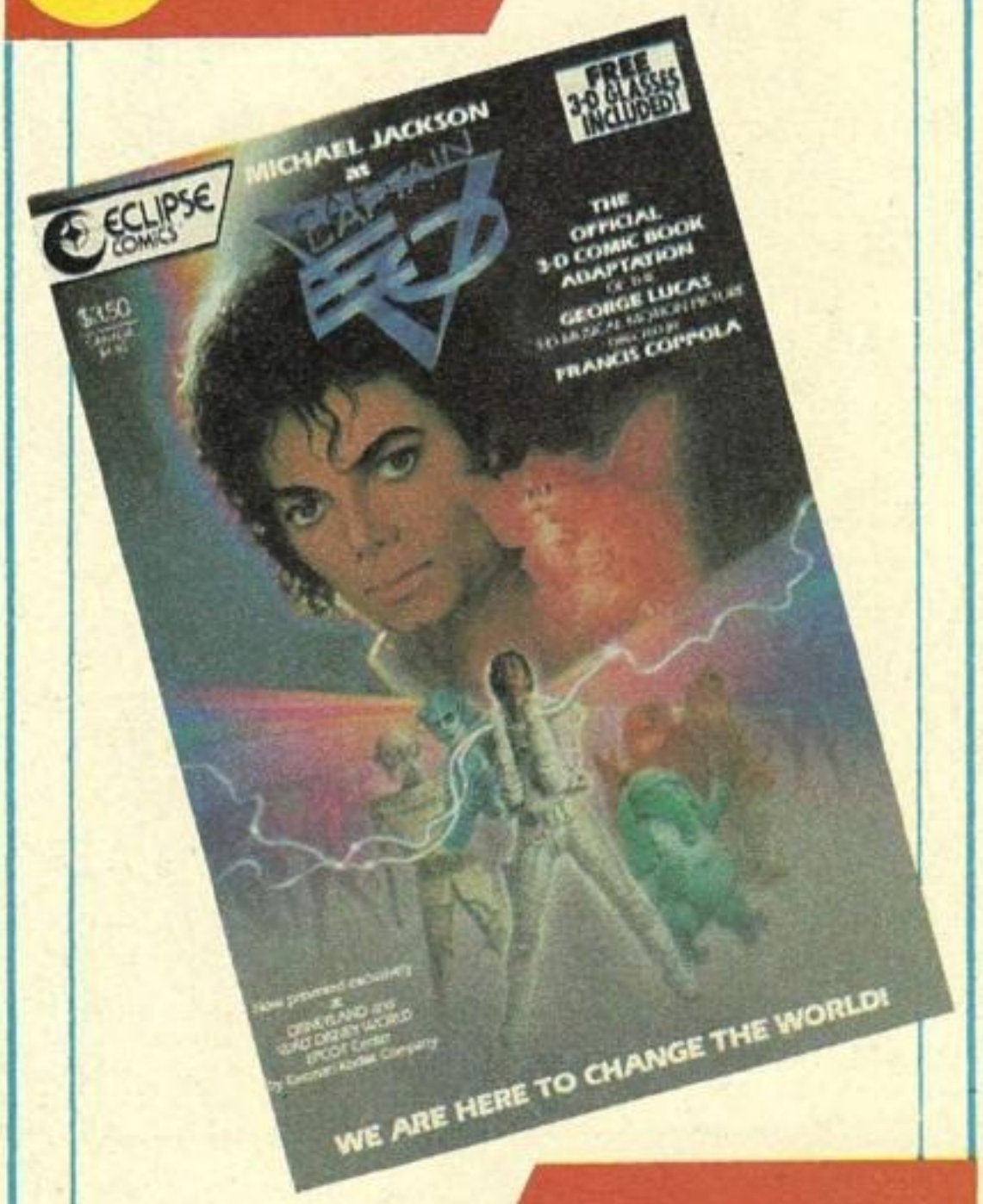
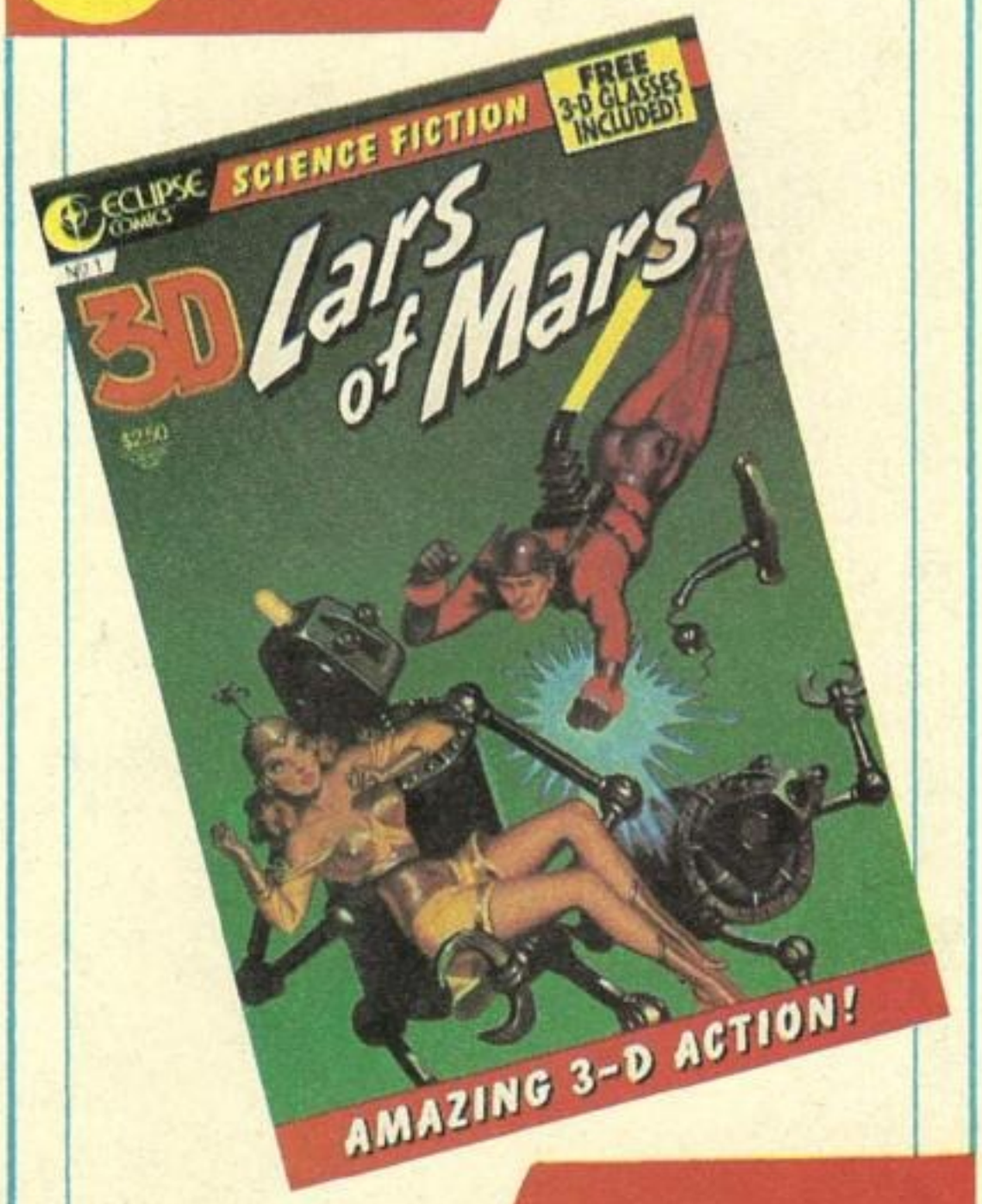


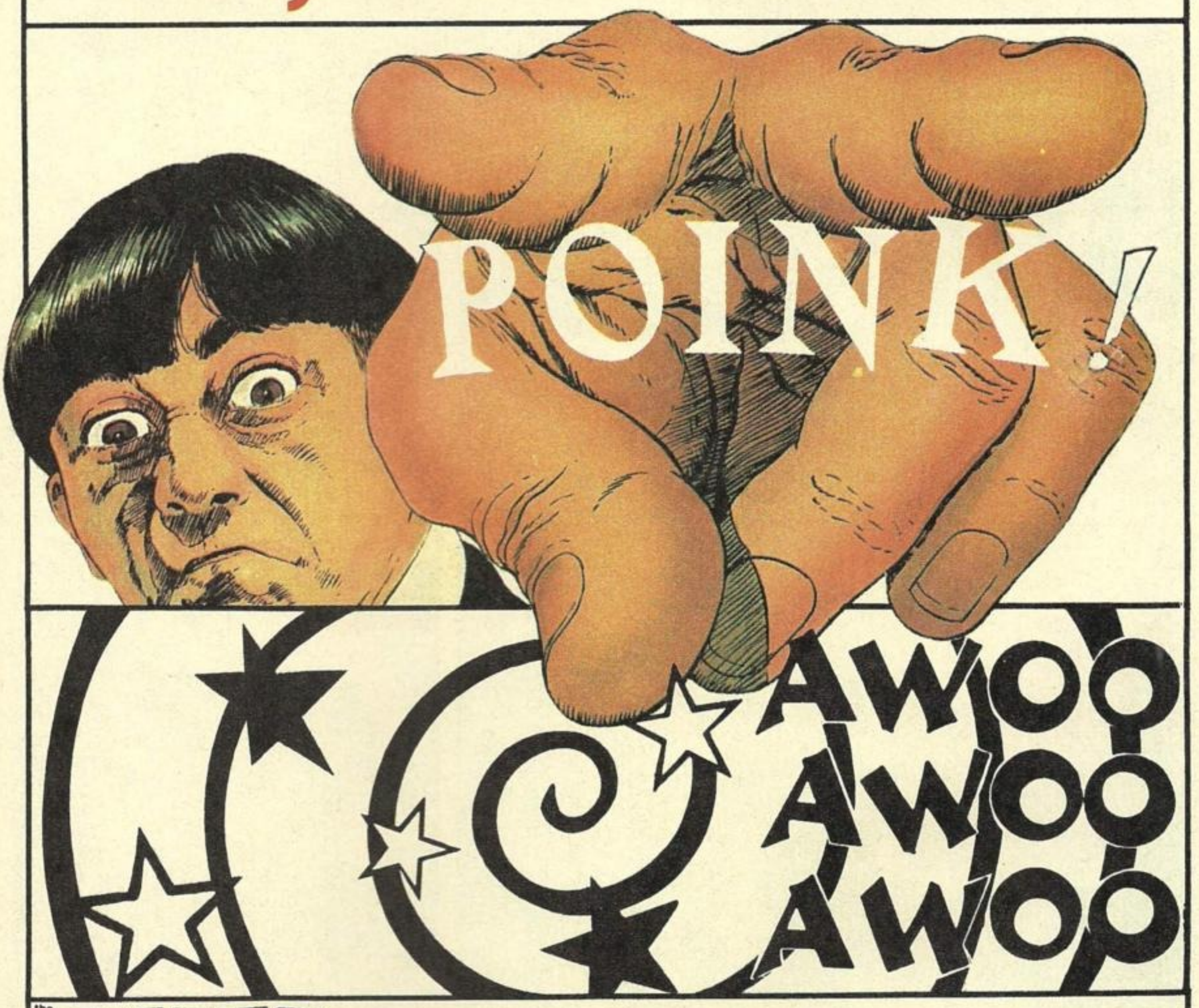
IN APRIL

ON SALE



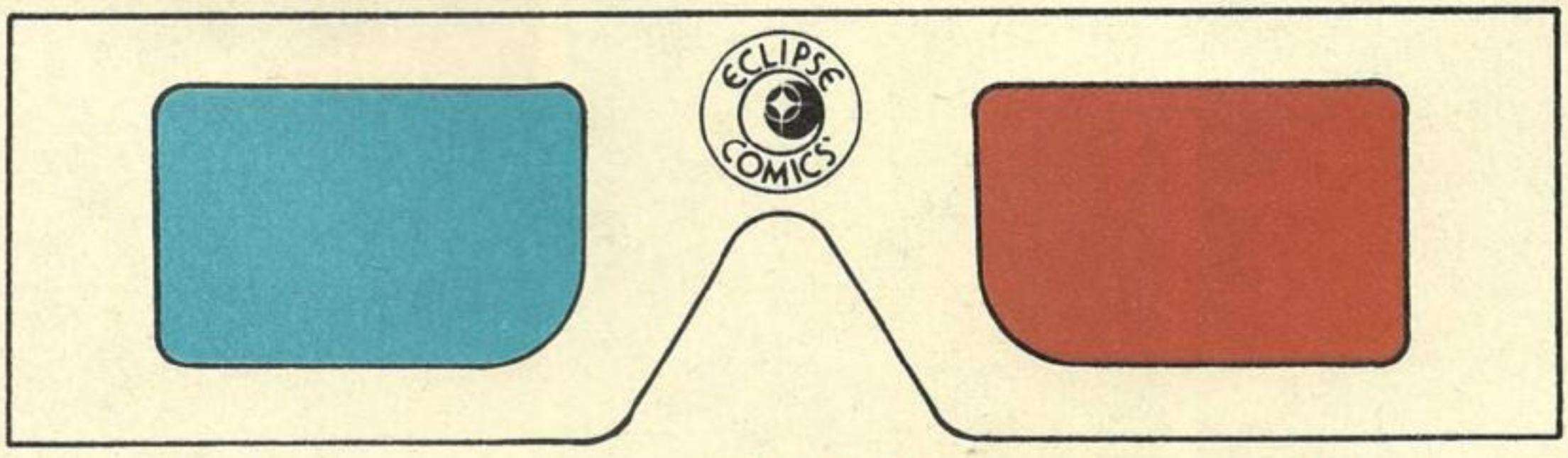
IN MAY

HEY, KNUCKLEHEAD!



the THREE STOOGES 3-D™

TWO EYE-POPPING ISSUES!
GET 'EM BOTH FROM ECLIPSE COMICS™



NYUK NYUK NYUK

INFIRMARY

I COULD'VE SWORN I HEARD A NOISE FROM INSIDE THAT ROOM.

WE... WE'VE BEEN SET UP. BUT HOW COULD THAT HAPPEN... TO *ALL* OF US?

WE CAN'T JUST LEAVE THEM HERE!

I, FOR ONE, WOULD LIKE TO KNOW WHO'S PROVIDING THE CRUSHERS WITH THEIR *INTELLIGENCE*.

WE CAN'T HELP THEM AS *PRISONERS*, SON. THE CRUSHERS ARE HERE IN *FORCE*. WE MUST ESCAPE AND ASSESS THE SITUATION.

THEN WE STRIKE BACK.

KREEAK!

WE'VE BEEN DISCOVERED!

THERE'S NO ONE HERE!

NO, WAIT! THERE SHE IS!

OKAY. WE CAN'T LET HER OUT OF HERE! FIND HER!

SHE'S UNDER-NEATH THIS SLEEP TUBE, LASERFIRE! GET OVER HERE!

Yiiieeee!!

YAAAAG-

NOOO! MOCKER! MERC! HELP!

WE ALMOST HAD HER! TRY IT AGAIN!

SSSSSS

HOLD IT! YOU'RE NOT SUPPOSED TO LEAVE THAT ROOM. I'M GIVING YOU GUYS ONE CHANCE TO SURRENDER.

LOOK, I DON'T HAVE TIME FOR THIS NOW. IF YOU CAN'T STAY OUT OF OUR WAY, TEMPER, THEN YOU'RE COMING WITH US.

INFIRMAR

HEY-!

SKRASH!

LET'S GET *OUT* OF HERE, PEOPLE.

RIGHT BEHIND YOU, BOSS.

HOLD ON TIGHT!

INDIANAPOLIS POLICE DEPARTMENT. THIRD PRECINCT. 8:12 p.m.

BAH! CRUSADERS! SCUM!

:ptew:

DRINKING AND DRIVING

TAKE A BITE OUT OF CRIME

CHECK IN AT DESK

ENFORCER, ARE YOU GOING TO LET HIM *GET AWAY* WITH THAT?!

YEAH, ARE *YOU* GOING TO LET *ME* GET AWAY WITH THAT?

NO.

POW

OFFICER, ARREST THAT MAN! I WANT TO PRESS CHARGES!

I DIDN'T SEE NOTHING.

AM I GLAD TO SEE YOU GUYS. BROYKO WANTS TO TALK TO YOU.

WHERE IS HE NOW, MARLA?

"U-STORE-IT" PUBLIC STORAGE FACILITY. 8:17 p.m.

NO ANSWER AT THE CITADEL, NO WORD FROM CROWN POINT... COULD THESE GUYS BE OUT-OF-STATE *SUPERCROOKS* TRYING TO RUN A SCAM?

I FOUND PART OF A BOX FOR MY *INCOME TAX* RECORDS. IT'S BEEN BURNED UP. I THINK MY PERMIT WAS IN THERE.

I CAN'T FIND MINE ANYWHERE IN THIS MESS.

I DON'T KNOW. I THINK I'M GOING TO HAVE TO TAKE YOU IN UNTIL WE CAN GET THIS STRAIGHTENED OUT.

BUT VERIFYING *PERMITS* FROM THE U.S. BUREAU OF SUPERHERO AFFAIRS IN WASHINGTON COULD TAKE *ALL NIGHT!*

PROBABLY LONGER. SORRY... I SYMPATHIZE. IF YOU GUYS WERE LOCALS IT MIGHT BE A DIFFERENT STORY, BUT I'VE GOT AN *ESCAPED PRISONER* ON MY HANDS AND THE *CRUSADERS* ARE *MISSING!*

YOU HAVE THE RIGHT TO REMAIN SILENT...

THESE GUYS'VE BEEN TELLING ME YOU'VE GOT A LITTLE PROBLEM OVER AT YOUR PLACE. YOU NEED SOME BACK UP?

U-STORE-IT

THAT *WON'T* BE NECESSARY, VIC. I'M TAKING THEM INTO *MY* CUSTODY.

NOT THIS TIME, VIC. I FIGURE WE CAN HANDLE IT NOW.

NEXT · SIEGE MENTALITY

FLY WITH THE BEST

AIRBOY

BY DIXON • RANDALL • DEMULDER

"...More plot...than most 48 page annuals."
—Don Thompson

"It took wing immediately, and continued to soar."
—R.A. Jones

"...very effectively done."
—Roger Zelazny

ECLIPSE COMICS™

BIWEEKLY ACTION!

VIGIL BULLETIN

SHATTERMAN
Identity: Dennis Machek
Side: Good
Experience:
Age: 23
Sex: Male
Level: 1
Training:
Powers:
1. Heightened Endurance: +19.
2. Regeneration: Max. once per turn, takes one action, heals full healing rate.
3. Invulnerability: 20 points.
4. Flight: Maximum airspeed 279 mph. PR=1/hour.
5. Vibratory Powers: 24" range, does 2d8 damage when used as a weapon. 18% chance destroys devices, PR=5 per attack. PR=2 for defense.

Weight: 145 lbs.
Agility Mod.: -
Endurance: 31
Intelligence: 15
Reactions from: Good: +1
Hit Mod.:
Damage Mod.: +2
Accuracy: +1
Carry. Cap.: 278 lbs.
Movement Rates: 52" ground/1228" air
Det. Hidden: 12%
Inventing Points: 1.5
Basic Hits: 4
Strength: 9
Agility: 12
Charisma: 12
Evil: -1
Hit Points (18):
Healing Rate: 2.7
Power (67):
Basic HTH Damage: d6
Det. Danger: 16%
Inventing (45%)

CONDOR
Identity: Brian Rapp
Side: Good
Experience:
Age: 24
Sex: Male
Level: 1
Training:
Powers:
1. Heightened Strength Device: +12.
2. Wings Device: (acts as actual Wings power) 88 mph. PR=1/per hour of flight.
3. Natural Weaponry Device: +3 to hit, +6 damage HTH.
4. Armor Device: ADR: (48) no other special abilities.
5. Heightened Senses Device: (micro-computer enhanced sensory equipment) Detect Danger and Detect Hidden both ×4.

Weight: 200 lbs.
Agility Mod.: -
Endurance: 15
Intelligence: 16
Reactions from: Good: +1
Hit Mod.:(2)(1.8)(1.3)(1.2)=5.616
Damage Mod.: +2
Accuracy: +1
Carry. Cap.: 1908 lbs.
Movement Rates: 55" ground/385" air
Det. Hidden: 48%
Inventing Points: 1.6
Basic Hits: 4
Strength: 26
Agility: 14
Charisma: 12
Evil: -1
Hit Points (23):
Healing Rate: 1.6/day
Power (71):
Basic HTH Damage: d10
Det. Danger: 64%
Inventing (48%)

ORIGIN AND BACKGROUND Dennis Machek has lived the kind of life that would make you believe he has been just about everywhere and done just about everything: serving a hitch in the Army, during which he was involved in a variety of strange businesses; playing with a hardcore punk band which came quite close to making it big before splitting up; attending both medical school and law school for a time, and then dropping out; being a die-hard classic car enthusiast as well as being an incredible mechanic. He is also a very talented commercial artist and draftsman.

Brian Rapp was the local football hero in high school, but a severe knee injury cut short a promising college and potential pro career. Brian turned to academics as a way to excel, and soon he won a scholarship through old-fashioned hard work. He majored in American History, and his personal specialty was the history of the very first superhero, The Freedom Eagle, called "America's Greatest Hero" by President Truman. After one of his professors plagiarized his papers and published the internationally best-selling biography of The Freedom Eagle, a disillusioned Brian turned to a career in computer programming.

Dennis Machek and Brian Rapp have been best friends since kindergarten and even worked for the same company, the mighty telecommunications mega-conglomerate Status Communications (manufacturers of the STATCOM satellite) in their Grand Rapids, Michigan, office. But the two of them also share a terrible secret...

Both Dennis and Brian were eyewitnesses to the assassination of The Freedom Eagle and were with him up until his dying moment. Freedom Eagle's last act was to give Dennis the energy of his alien aura, passing on his super powers. Realizing that Dennis was too small to fit into his costume, the Eagle reluctantly gave it, filled with all his various tools and devices, to an awe-struck Brian Rapp.

Dennis and Brian have pledged to carry on the fight of The Freedom Eagle. They contacted the federal government and informed them of this, but the only response they've received thus far has been "Don't call us, we'll call you." These two new heroes have since gone on to tracking down bail-jumpers and other local criminals for the reward money involved, in an effort to make ends meet.

Combat Tactics: Shatterman is always itching for a brawl and loves the chance to prove himself in combat. He rarely, if ever, shows any kind of fear. He likes to stay airborne and pick off targets with vibratory blasts but will engage opponents in hand-to-hand combat if necessary.

Initially, Condor is hesitant in combat, not out of fear for himself but actually out of a worry that the suit, which he regards as sacred, might become irreparably damaged. Once angered, however, Condor can duke it up like a blood-thirsty brawler.

Personality/Character Traits: Nothing ever surprises Shatterman. He is rarely at a loss for words. He is also the eternal optimist, never saying die.

Condor's brain contains an incredible amount of knowledge, ranging from the scientific to the esoteric to the trivial. He tends to be a bit of a know-it-all. However, when things catch him off guard, they really throw him off. Then he can be too hard on himself for his shortcomings.

Shatterman and Condor bicker constantly. For them, it's standard operating procedure.

MAY • JUNE • JULY

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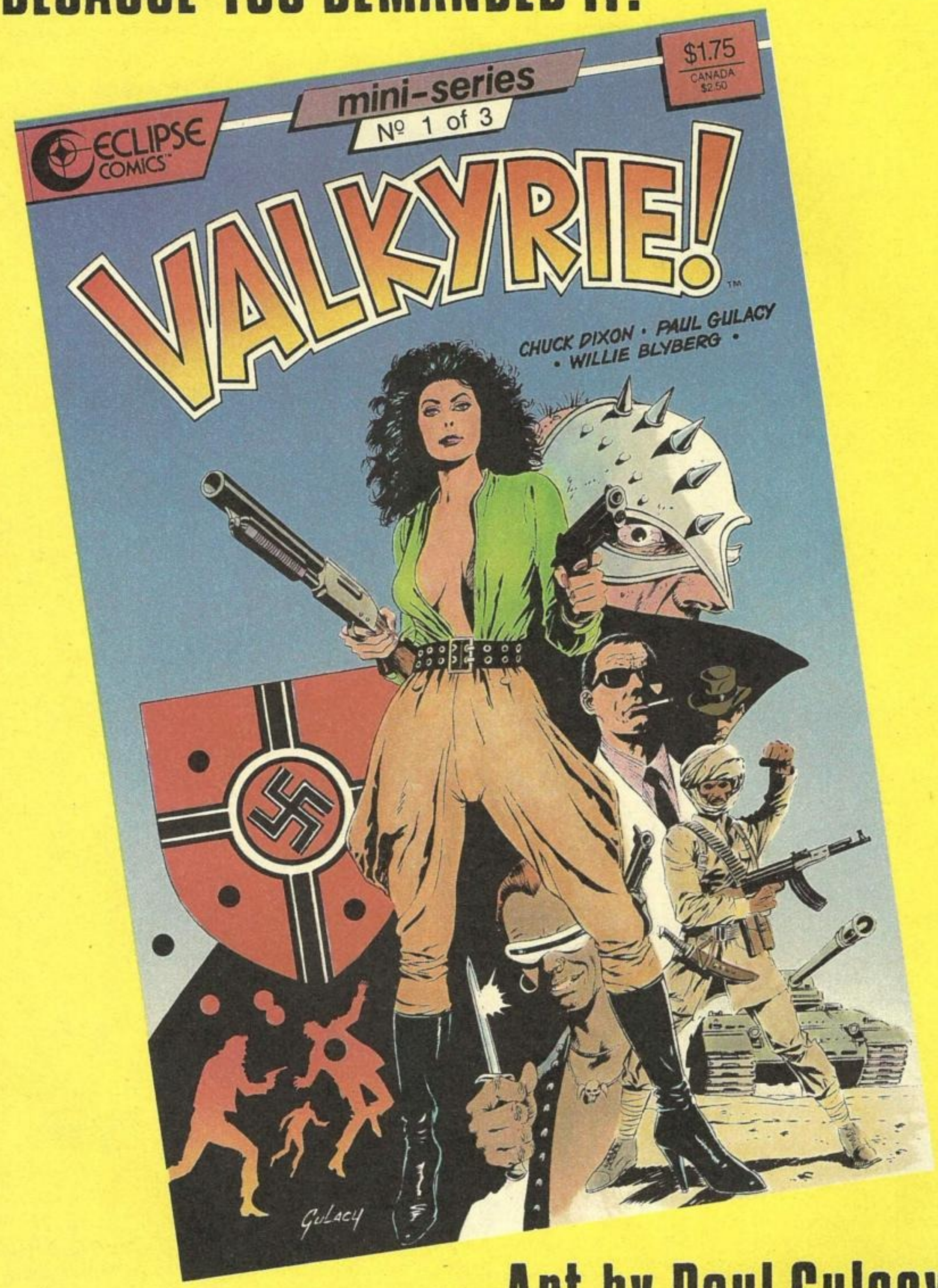

Art by Paul Gulacy

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REALITY CHECK

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As they say in television-land, "PLEASE STAND BY." Before anything else, I feel I must apologize for the delay in getting our first issue out the door and in your hands. Issue number one should've been on the shelves in time to show up in your Christmas stocking (well, maybe in time to be used as a coaster for your glass of New Year's champagne). As it is, it appeared a little too late for Valentine's Day, and way too early for your Easter basket. When I wrote the script to our first issue, the movie "Aliens" was still all the rage in theatres across the country. Several days ago, I watched it for the first time on video-cassette. Yow! As you read this, no doubt it shall have been pushed off the lucrative "New Releases" shelf of your local video shop and into the heap with the other movies in the horror/science fiction section.

What am I talking about? What does it all mean? Beats me. I guess it means that time keeps moving and never stops, and once you've fallen behind on something it can be a bitch trying to catch up. I'm writing this page on the last possible day I can and still have it in on time. See what I mean? But things seem to be back under control (almost), and I strongly suspect that the rest of the series should be coming out whenever your local comic shop person says it will. Once again, sorry about the long delay.

As I may or may not have made clear in last issue's Reality Check, PAT (Z-Man) ZIRCHER is our new regular inker. I have in front of me copies of "Terror By Night," "Most Wanted, Volume Three," "Organized Crimes," "The Pentacle Plot," "Assassin," "Alone Into The Night," "Super-Crooks and Criminals" and "Secret of the Swamp." Eight Villains & Vigilantes adventures, all of which include excellent art by Pat. He has even written and illustrated his own V&V adventure (for "Adventurers" magazine in England), which I thought was quite good.

While RICK TAYLOR is not our inker, as advertised, he is still on board as our colorist. Rick is also Production Manager at First Comics and is considered one of the best colorists in the business. (Just check out his work in **Grimjack, Dynamo Joe** and **Jonny Quest!**) And no, he is also NOT the same Rick Taylor who draws **Wordsmith** over at Renegade Press! Just wanted to get things straight.

As the actual release of number one is still several days away, we have no letters commenting on the first issue yet. What do we talk about?

Something I've noticed a lot in comics lately are "Recommended Reading" lists. I've always thought this was a good idea. It not only lets you know what good books are out there, but also gives you a bit of insight into the source of your favorite comic writers' inspirations. So, here goes my Recommended Reading list for this month.

A Criminal History of Mankind, by Colin Wilson. It is highly informative on a perversely fascinating subject without being lurid. It's intelligently written and, at the same time, a terrific read. (When you're finished, why not check out "The Occult, A History" by this guy? He's one of my faves.) Not for the kiddies, though.

Crackpot, by Jon Waters. No, not Roger Waters of Pink Floyd, but Jon Waters, the director of "Pink Flamingo." If you're turned off by this guy's movies, as a lot of my friends are (I've never seen one), don't pass this book up thinking it's some sort of collection of gross-outs. Rather, it is a collection of short essays that the man wrote for *Rolling Stone, National Lampoon, American Cinematographer* and other magazines. It is absolutely tremendous, hilarious and not for the faint of heart. Or the kiddies. Sorry, kiddies.

The Mexican Pet, by Jan Harold Brunvand, the third in his series on modern folklore, following **The Vanishing Hitchhiker** and **The Choking Doberman.** All are recommended. The "urban myths" he uncovers are better than the stories in ninety percent of the comic books being published today. Make that ninety-five percent. As for **The Mexican Pet,** you can read the tales of "The Dead Cat In The Package," and "The Cabbage Patch Tragedy," as well as get the low-down on the effects of those devilish green M&Ms!

There! That ought to give you something to read while you're waiting for the next issue. I certainly hope you've been enjoying it so far. Please write and let us know what you think. Hopefully, next issue you will actually be able to read some letters on this page. Both Jeff and I are looking forward to hearing from you.

This issue is dedicated to "The Villains & Vigilantes Hardcore Adventure Design Team"—Ken Cliffe, Stephen Dedman, Tom Dowd, Stefan Jones, Joe Liotta, Jeff O'Hare and Stewart Wieck.

Last issue was dedicated to Alice Cooper, Warren Murphy & Richard Saphir, Shriekback, Tomisaburo Wakayama, Phillip Glass, Sidney Reilly, George Romero, Emilio Estevez & Harry Dean Stanton, Wilford Brimley and Captain Action, even though I never told anybody that until now.

—Jack Herman—

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